

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the above-identified application:

Claims 1-12. (canceled).

13. (currently amended): A computer implemented method of representing an arc, the method comprising:

- dividing the arc into segments that have vertices;
- selecting a plurality of the vertices;
- obtaining trapezoids corresponding to the vertices;
- obtaining a texture having multiple columns of texels;
- completely representing the trapezoids as triangles; and
- mapping the texture to the triangles using perspective correction.

14. (previously presented): The computer implemented method of claim 13 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

15. (previously presented): The computer implemented method of claim 14 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

16. (previously presented): The computer implemented method of claim 13, wherein the texture is symmetrical with respect to a midline of the trapezoids.

17. (previously presented): The computer implemented method of claim 13 and further comprising applying a reverse perspective view transformation to individual columns of texels of the texture.

18. (previously presented): The computer implemented method of claim 13 wherein each column of texels represents a single radial bound spatially by trapezoid upper and lower chords.

19. (previously presented): The computer implemented method of claim 13 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.

20. (previously presented): The computer implemented method of claim 13 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.

Claims 21-49. (canceled).

50. (new): The computer implemented method of claim 13, wherein a final trapezoid required to complete the arc is a fraction of the full trapezoids, and wherein standard texture is used for the final trapezoid and wherein adjusted perspective texture coordinates are used to draw a final segment without distortion.

51. (new): The computer implemented method of claim 13, wherein the mapping step includes a reverse mapping of the perspective correction.